



1 March 1968

THE OZ FREE PRESS is a subsidiary publication of EREHWON, the journal of postal Diplomacy. It is published by Capt. Rod Walker, 1611 Lowry Dr., Rantoul, Ill. 61866. TOFP chronicles the progress of Das Dippyspiel (or Imperialism XII), the "in" Dippy variant, of which there is only one section. Players and stand-bys by invitation only. The game fee is \$1 whenever it is needed. This 'zine is financed separately from EREHWON and a financial statement is published each issue. Subscription rates are \$1.00 for 10 issues. TOFP uses the Rules of Diplomacy, plus the published Dippyspiel rules, plus the EREHWON House-Rules. Complete sets of the Dippyspiel maps and rules are available at 50¢ per set to subscribers. Because of the unique financing arrangements, there is no limit on press releases and other junk which may be submitted for publication; but the Editor reserves the right to charge a fee of \$1 (or fraction) per page (or fraction) for the publication of material which is excessive beyond reason. All submissions are, of course, subject to editing to cut out material which is dull or unduly offensive. Non-players may submit propaganda, but if they intend to do so, they must pay the regular game fee. Any resemblance between persons and places mentioned in this 'zine and real persons and places is utterly beyond the realm of possibility.

#### INTRODUCTORY UTTERANCE

Hello, there! You're receiving this rag because you're in Das Dippyspiel, the game that's so exclusive, even the people who were begged to play in it refused. Or you're subscribing. Or something. Anyway, this is an introductory issue, being sent to those who are interested in playing. Attached to it are the rules and a list of all land provinces (4 pages of them!) and some other stuff. Maybe also the maps, depending on how I feel. There may also be a game list, if we've got our 26 people. I have tried to assign countries of choice, with some attempt to get people to play countries with which they are associated.

Now, one of the things you will notice right away is that I'm the Gamemaster. What makes that so unusual is that I'm also going to play. But before you all send in those letters of resignation, please glance at Rule 15, which will tell you how I intend to do this without knowing in advance what your moves will be and sneakily taking advantage of this (heh,heh).

I hope that there will be pseudo-players in this game, who will do things like comment on the world situation, set up banks for all the gold, and like that. Of course, we will need stand-by players. Suggestions for what pseudo-players might do are earnestly solicited.

If you are playing, and haven't sent in your \$1, please do so. Postage stamps are perfectly all right. Try to avoid checks (my bank is beginning to wonder about me).

Questions and suggestions on the Rules are also requested. I'll try to incorporate any good ideas before the game actually begins--probably in April.

\* \* \* \* \*

#### A SHORT HISTORY OF THE WORLD

The Battle of Chalons, in 1204 AUC, was a turning point in the history of Rome. After smashing the last great Roman army in the West, Attila returned to Italy and entered Rome. In early 1205 he was crowned Emperor by the Senate and the Pope. The Attilid Dynasty ruled Rome for 300 years, founding a new era (DNO: De Novum Orbis) and raising the Empire to new heights of cultural and military glory.

In 235 (DNO), Emperor Attila IV failed to halt new waves of barbarians invading the western Empire. Hispania, Gaul, Germania, and Britain were lost by 276, and Emperor Braila II was forced to recognize the welter of princelings who ruled there. Of these, the Kingdoms of Frencia (in Gaul) and Anglanya (in Britain) were the most powerful. After the terrorist revolution (1395), Frencia conquered Anglanya (1435) and became Franciana. In Scandinavia, the powerful Federation of Kalmar was formed (735) and grew to dominate the entire peninsula. Old Germania, which fell under the Markovinians and the Graubeirs (a subtribe of the Thuringii), eventually coalesced into the Kingdom of

(continued at the end of the List of Provinces, which follows, overleaf)

DAS DIPPYSPIEL

List of land provinces by continent. Indicators: \*--build center in 1501; +--supply center; #--mining center; x--Pollutidarian vent. On build centers, the type of unit which starts there in 1501 is indicated--(A), (C), (F). Provinces belonging to a certain country in 1501 are headed by the name of the country in capitals and succeeded by a row of dashes (-----) at the end of the list. Provinces abbreviated by other than the first four letters will include their standard abbreviation.

EUROPE

1. *Iceland	42. *Frisia	84. Kujavia	123. Voronezhaisk
2. *Eire	GRAUSTARK	85. Lithuania	124. Volgaisk
3. xScotland	43. +Bremen (F)	86. *Litovsk	125. Uralsk
4. Wales	-----	87. *Biyelovsk	126. #Chelyabinsk
FRENCIANA	44. Anglia	88. Radol'sk	127. *Permsk
5. +Exeter (F)	45. *Denmark	89. *xGalisk	RURITANIA
6. Yorkshire	46. Jutland	PODERKAGG	128. +Samarra (A)
7. Derby	GRAUSTARK	90. Slovakia	129. +Kazan' (A)
8. +Peeripolis (Prpl) (F)	47. Mecklenburg	91. *Lucreziana (C)	130. Grouchaisk
9. +Peerst (Prst) (C)	48. *Posen (F)	92. #Transylvania (Trns)	131. +Rurikov (C)
10. Vexin	49. *Danzig (A)	93. +Borgiagrad (A)	132. Chikovsk
11. Normandy	50. Lusatia	94. Banat	133. Zeppovak
12. +Peeris (Pris) (A)	51. Ostmark	-----	134. Gummovsk
13. +St. Peeribourg (StPr) (A)	52. Westphalen	95. *Bulgary	135. +Vitebsk (A)
14. Belgium	53. Franconia	96. Thessaly	136. Harpovsk
15. +Peerisailles (Prsl) (A)	54. +Nürnberg (A)	97. Epirus	137. +Riga (A)
16. Poitou	54a. +Leipzig (C)	98. *Hellas	138. Estonia
17. +Lurleena (A)	54b. +München (A)	99. xKritai	139. +Petrograd (F)
18. Paery	55. Baden	100. *Ryzantium	140. Karelia
-----	56. +Liechtenstein (A)	101. Dobruja	141. +Arkhangel'sk (F)
19. *Bocuaine	57. xTyrol	102. Wallachia (Wich)	-----
20. Auvergne	-----	103. *Moldavia	142. *Murmansk
21. xSuevia	58. #Graubunden	104. Bukovinia	143. Mikkelin
22. Navarre	59. *Piedmont	SEVASTOPOL	144. *Finland
23. Castille	60. *Venetia	105. +Vinnitsa (A)	145. #Lapland
BEAUJUILLON	61. Etruscia	106. Dygertevsk	146. xPetsovo
24. Lisnbona (F)	62. *Roma	107. +Odessa (F)	KALMAR
25. #Estremadura	63. *Lucania	108. Taurida	147. +Narvik (A)
26. +Toledo (A)	64. *Sicilya	109. +Sevastopol (F)	148. #Finmark
27. +Cordova (C)	65. Sardina	110. Kuban	149. Jämtland
28. Polares	66. Corsega	-----	150. Värmland
29. Andalusia	67. Apulia	111. Colchis	151. +Stockholm (F)
30. Nieva	68. Umbria	112. Circassia	152. +Kalmar (A)
31. +Valencia (A)	PODERKAGG	SEVASTOPOL	153. +Malmö (A)
32. +Zaragossa (A)	69. *Salona (A)	113. Bayleyevsk	154. Småland
33. Urgel	70. +Ragusa (F)	-----	155. +Oslo (A)
34. Tarracona	71. +Durezzo (F)	114. *Khazarsk	156. Agder
35. Septimania	72. Lurch	SEVASTOPOL	157. +Hamar (Hmar) (C)
36. Beuccuillon (F)	73. +Gastritis (A)	115. +Turnov (C)	158. Hordaland
37. +Irenobis (Irnb) (A)	74. +Novi Sodom (A)	116. +Rostov (A)	159. +Trondheim (F)
38. Sawy	75. Croatia	117. Swabiansk	160. Nordland
39. Burgundy	76. Alföld	118. East Ukraine (E Ukr)	-----
40. Freedon	77. Carinthia	119. #West Ukraine (W Ukr)	<u>AFRICA</u>
41. Berthain	-----	120. *Kiev (A)	COSTAGUANA
	78. *Pannonia	121. +Chernigov (A)	1. Riff
	79. *Markovinia	-----	2. +Rabat (A)
	80. Semovia	122. Bryansk	3. +Fez (A)
	81. xSilesia		4. Maghreb
	82. #Chrobattia		5. +Alger (C)
	83. Mosevia		

## DAS DIPPIESPYEL—Province list (Africa)

6.	+Gabes (F)	54.	Mossi	ASIA (Maps 5, 6,	50.	+Kirman (A)
7.	+Tripolis (Trls) (A)	55.	Ashanti	7, 8, 15)	51.	Dasht-i-Lut
8.	Tugurt	56.	EGIART	ROMANY	52.	Yezd
9.	Jerid	57.	+Ibadan (F)	1. Sinai (Snai)	53.	--
10.	Grendel (Grdl)	58.	#Ilorin	2. +Jerusalem (A)	54.	+Rayy (A)
11.	Atlas (Atls)	59.	+Sokoto (A)	3. Decapolis	55.	Iran
12.	+Marrakech (A)	60.	Katsina	4. +Damascus (Dmsc) (A)	56.	+Siunik (C)
13.	Ifni	61.	Iboland	5. +Tyre (A)	57.	Luristan
14.	+Cisneros (F)	62.	Adamawa	6. Syria	58.	Jurjan
15.	*Senegal	63.	+Buea (A)	7. +Aleppo (F)	59.	*Khorasan
16.	Mauritania	64.	Ubangi	8. +Adana (F)	60.	Merv
17.	Tinduf	65.	+Libreville (C)	9. Tarsus	61.	Amudarya
18.	Ghardaia	66.	Congo	10. +Caesarea (C)	62.	Usturt
19.	Hamada-al- Homra (HaHo)	67.	+Luanda (F)	11. Galatia	63.	Emba
20.	*Cyrenaica	68.	Kasai	12. +Iconum (A)	64.	*Aralsk
21.	*Libya	69.	+Basankusu (A)	13. Lycia	65.	Turgay
22.	Lower Egypt (LEgy)	70.	Uele	14. Pisidia	66.	Ilek
23.	*Upper Egypt (UEgy)	71.	Kivu	15. *Ionia	67.	Tobolsk
24.	xKassala	72.	*Uganda	15a. *Cyprus	68.	Komi
25.	Nubia	73.	*Kenya	16. *Phrygia	69.	Obsk
26.	+Darfur	74.	Iringa	17. Bithinia	70.	xYamal
27.	*Meroe	75.	*Rwanda	18. Paphlagonia	71.	Pyasina
28.	ETHEROPIUM	76.	Lualaba	19. Anatolia	72.	*Yenisey
29.	+Eritrea (F)	77.	*Katanga	20. Pontus	73.	*Tomskaya
30.	+Gondar (C)	78.	Tanganyika	21. Adiabene	74.	xTyumen
31.	Tigre	79.	Songea	22. Vanand	75.	Karaganda (Krgn)
32.	Danakil	80.	SQUIJI	23. *Kazkheti	76.	Alatau
33.	Guban	81.	+Zanzibar (A)	24. xMendab	77.	Golodnaya
34.	Hafun	82.	Rovuma	25. *Armenia	78.	xFerghana
35.	Obbia	83.	Nyassa	26. Atropetene	79.	*Bactria
36.	Ogaden	84.	Lugenda	27. Urmia	80.	Pamir
37.	Galla	85.	+Zomba (A)	28. *Ubarzu	81.	Ghazni
38.	+Somalia (F)	86.	Monica	29. Sophene	82.	Hamun
39.	+Wajir (A)	87.	Mozambique	30. Iraq	83.	Mukran
40.	+Gatelo (A)	88.	+Atanamarivo (F)	31. Nafud	84.	Baluchistan
41.	+Shoa (A)	89.	+Quelimane (A)	32. Hejaz	85.	HYDUNDERBAD
42.	+Wallage (Wiga) (A)	90.	Zambezia	33. *Asir	86.	+Ormara (A)
43.	*Sudan	91.	+Sovala (C)	34. Me'san	87.	Quetta
44.	Turkana	92.	Inhambane	35. xIndramaut	88.	+Peshawar (C)
45.	xKordofan	93.	+Marques (F)	36. Arabia	89.	+Jhelum (A)
46.	Wadai	94.	*Transvaal (Trvl)	37. *Kash	90.	+Khairpur (A)
47.	xBorku	95.	*Matabaleland	38. Qatar	91.	Sind
48.	*Fezzan (Fzzn)	96.	Rhodesia	39. *Hejdi	92.	Thar
49.	Tafassasset	97.	Malange	40. Hesa	93.	Bahawalpur
50.	Ashen	98.	+Benguela (Bnla)	41. *Sumeria	94.	Punjab
51.	Sahara	99.	*Angola	42. Assyria	95.	Rajasthan
52.	Ghana	100.	Damaraland	43. SHUNIK	96.	+Indore (A)
53.	+Timbuktu		(Dmrd)	44. +Kermanshah (A)	97.	Kathiwar
54.	Mali	101.	xOkovango	45. Zagros	98.	+Junagadh (F)
55.	+Guinea	102.	Kalahari	46. +Alwaz (A)	99.	+Andhra
56.		103.	Orange	47. Shiraz (F)	100.	Vijayanagar
57.		104.	Natal	48. Fars	101.	*Coromandel
58.		105.	Veldt	49. +Qishm (F)	102.	Ceylon
59.				49. *Persis	103.	Oriissa
60.					104.	Golconda

## DAS DIPPYSPIEL - Province List

ASIA		Province List	
105.	Biher	153. Kiangsu (Kgsu)	17. Ontario
106.	*Bharat	154. Shantung (Shtg)	18. *Plymouth
107.	Doab	155. *Weihai (A)	19. Vermont
108.	Kashmir	156. *Xiamiu (C)	20. Maine
109.	Karakorum (Krk)	157. Jehol	21. *Acadia
110.	xTibet (Tbet)	158. Liaoning	QUEBEC
111.	Assam	159. *Harbin (A)	22. *Cabotia (F)
112.	*Bengal (Bngl)	160. *Kirin	23. *Rigolet (C)
113.	Tripura (Trpr)	161. *Seoul (A)	24. Anticosta
114.	Burma	162. *Tokyo (F)	25. Mistassini
115.	*Pegu	163. Hokkaido	26. Chimo
	LOMPOC		27. Ungava
116.	Tenasserim	164. *Vladivostok	28. Rupert
117.	*Singora	165. Primorye	28a. *Ottawa (A)
118.	+Johore (A)	166. Manchuria	28b. *Quebec (F)
119.	+Ayuthie (A)	167. *Heilungkiang	29. *Montreal (Mtll.) (A)
120.	Thailand	168. Haier	30. *Surbourg (A)
121.	+XiengMai (A)	169. Argun	31. Nipigon
122.	Shan	170. *Chita (A)	32. *Fort Louis (A)
123.	Laos	171. *Ulm-Ude (A)	33. Belchett
124.	Ubon	172. *Irkutsk (A)	34. Sioux
125.	+Angkor (C)	173. Baikalia	35. *Michigan (Mign)
126.	+Saigon (F)	174. *Alian	36. Toronto
127.	*Vietnam	175. Yakutak	37. *Ohio
128.	Hanoi (A)	176. Leniland	38. Indiana
129.	+Canton (F)	177. Siberia	39. *Illinois
		178. Maja	40. Wisconsin
130.	*Luzon	179. *Blagoveshchensk (A)	41. Iowa
131.	*Taiwan	180. *Khabarovsk (C)	42. *Minnesota
132.	Fukien	181. --	42a. *Winnipeg
133.	Kiangsi (Kngs)	182. *Sakhalin	42b. *Richelieu (Rch.)
		183. *Nikolayevsk (F)	42c. *Keewatin
134.	*Yunnan	184. *Okhotsk (F)	42d. Baffin
135.	Kweichow	185. Anadyr	42e. *Greenland
			42f. Viceroria
136.	Sikang		42g. Boothia
137.	Szechwan		42h. *MacKenzie
138.	Hupan	1. *Miami (F)	43. *Vimion
139.	Shensi	2. *Atlanta (Atnt) (C)	44. *Alaska
140.	Kansu (Knsa)	3. Alabama	45. *Klondike
		4. Mississippi (Missp)	46. *Athebaska
141.	Wtsinghei	5. *Leesburg (A)	47. *Asaskatchewan
142.	Kimn	6. *Jacksonville (A)	48. Alberta
143.	*Sinkiang	7. Missouri (Mri)	KALIF.
144.	Dzungaria	8. Vandalie	49. Lawson
145.	Tuva	9. *Memphis (A)	50. *Ketchikan (F)
146.	*Khangay	10. *Kentucky	51. Vancouver
147.	Altai	11. Carolina	52. Columbia
148.	Mongolia	12. *Charleston (F)	53. *Helena (A)
149.	Shan	13. *Richmond (Rmd)	54. Idaho
	XANADU		55. *Boise (A)
150.	Shansi (Shns)		56. *Seattle (A)
		14. Appalachia	57. *Astoria (C)
151.	Henan		58. Oregon
152.	+Honkow (A)	15. *Jersey	59. *Reno (A)
153.	Wingpo (F)	16. Pennsylvania	

NOTE: Pollutidarian vents also exist in the following sea provinces: Pac38, At154, Ind10, At119.

CURRENT POLITICAL STATUS (1501) OF THE MAJOR POWERS: ARMADONIA: Republic, formerly a Kingdom. BEAUCOILLON: Kingdom, formerly a Grand Duchy. CONFEDERACH: Federal republic; former English colony. COSTAGUANA: Sultanate. EFGIART: Federal empire. ETHEROPIUM: Empire. FRENCIANA: Kingdom. GLOCKORLA: Republic; former English colony. GRAUSTARK: Kingdom. HYDUNDERBAD: Sultanate. INCA EMPIRE: Empire. KALIF: Republic; former English colony. KALMAR: Federal Kingdom. LOMPOC: Empire. MARSOVIA: Republic. MISKATONIA: Republic; former Ruritanian colony. PERILAND: Republic (Patriocracy); formerly part of Kalif. PODERKAGG: Kingdom. POLLUTIDAR: Federal Empire. QUEBEC: Republic; former colony of Frenciana. ROMANY: Empire. RURITANIA: Principality. SEVASTOPOL: Federal Empire; also known as Grand Sevastopol. SIUNIK: Kingdom. SQUIJI: Federal High Chieftanate. XANADU: Empire.

A SHORT HISTORY OF THE WORLD (Continued from THE OZ FREE PRESS, #1):  
Graustark, generally dated from the crowning of Harbo I in 565. While losing the West, however, Rome gained the East. By 450 Persia and India had been conquered, and the invention of gunpowder gave Rome a final spurt of military energy in which all Asia and Africa were conquered (Capitulation of Nanking, 893) and even West Europe was put under the protection of Imperial Rome (the capital was moved in 688 to Antioch).

But this almost universal empire was short-lived. The Protectorate of the West ended in 950, and Italy was lost by 1030. The revolt of Etheropium signaled a general rising in Africa, in which the Sultanate of Costagurna became independent (980) and the Ibos of Efgiara founded a great tropical empire (1015 on).

In Europe, autonomy was granted the Kingdom of Poderkagg in 1032, and the Slavs of the East formed two states: the Principality of Ruri(k)tania and the Empire of Grand Sevastopol (1055 and 1103). By 1150 the Empire, normally called Romany in the common parlance, was reduced to the littoral of the eastern Mediterranean.

(Continued after the Rules of Das Dippyspiel, which follow, overleaf)

## DAS DIPPYSPIEL (IMPERIALISM XII)

### Rules 'n' Such

1. All rules of regular Diplomacy apply, except as noted (extensively) below.
2. Play in Das Dippyspiel is by invitation only. Assignment of countries will be by choice insofar as possible.
3. Builds must be on home supply centers (or build centers). However, on any Winter move, a player may designate any supply center(s) he owns as build centers. No country may have more than 7 build centers, so that under ordinary circumstances, for each new build center, an old one must be redesignated as a plain supply center. No units may be built on a new build center until the Winter move following its designation; centers are considered changed after builds have taken place. In supply-center listings, build centers will be designated: \*Xxx.
4. The game begins in 1501 D.N.O. (De Novum Orbis, dated from 451 A.D., in which year Attila the Hun won the Battle of Chalons and became Emperor of Rome).
5. The Supreme Head of the Universal Avaricious Church is the Pope, who lives in the Hidden City of Avalon. The Pope is elected by the players, each of whom has one vote for each supply center he owns. To be elected, a player must receive 155 votes (of 281 possible). The Pope may designate any 7 non-supply centers as Papal supply centers (designated P\*XXX); he may declare them his own property or give them to others. Such centers may not be occupied at the time of their designation by forces other than those of the power owning them. The Pope may not thereafter, during his term of office, move either the center or its utility as a build center. Any player who receives 31 votes or any multiple thereof may declare a schism and create one or more Papal supply centers, as follows: 31-61 votes, 1 center; 62-92 votes, 2; 93-123 votes, 3; 124-154 votes, 4. Papal centers may not be created more than 2 provinces distant from a current build center of the owning power.

If a Pope is elected, he may not be deposed unless another candidate receives 155 votes in an election or the Pope receives less than 31 votes in an election. Any player who becomes a schismatic Pope (Anti-Pope) may increase or must decrease his total of Papal supply centers in accordance with the results of subsequent elections. Failure to eliminate Papal centers when required will result in automatic removal of all Papal centers owned by that player, together with all units they support, for that year. If a Papal center must be removed, the removing player may select both the center and the Papal unit to be removed. Papal centers support only Papal units (PA, PF, PC). Papal centers may be created and built on in the same Winter move.

6. In addition to Armies and Fleets, there will be Cavalry. Armies and Fleets move and function as in regular Diplomacy, except as provided in 9 and 13 below. Cavalry may move through two provinces during each moving season; that is, a Cavalry move consists of two turns per moving season, during each one of which a Cavalry may move, hold, support, &c. Each such move must be written separately: e.g., C XXXX-(H)-(H); C XXXX-Yyyy-Zzzz; C XXXX-(H)-Yyyy; C XXXX-Yyyy-(H); C XXXX-Yyyy-(S) C Aaaa-Bbbb (in this case, the move of the supported unit must have been C Aaaa-(H)-Bbbb, C Mmm-Aaaa-Bbbb, or some such). In the event that C XXXX is ordered -Yyyy-Zzzz, and both Yyyy and Zzzz border on XXXX, if XXXX is stood off in Yyyy, it must still move to Zzzz if it is not stood off there.

Cavalry retreats: A Cavalry /D/on the first seasonal move may not undertake its second move even if this would have been possible from the province of its eventual retreat (except as provided below). Places open for such retreats are determined by the position of all pieces after the completed seasonal move. However, C XXXX, ordered to hold or if stood off on the first half of its move, and dislodged by (e.g.) C Yyyy, which was ordered to move -XXX-Zzzz, has the following options:

- a. If, for the second half of its move, C XXXX was ordered -Aaaa, it must retreat to Aaaa if it borders on XXXX and, at the end of the complete seasonal move, Aaaa is vacant for reasons other than a standoff.
- b. If the move of C Yyyy-Zzzz was unsupported, C XXXX may retreat there, thus standing off C Yyyy's second move (assuming that option a was inoperative).
- c. If option a is inoperative, and the player does not wish to exercise option b, C XXXX may retreat to any bordering province left vacant for reasons other than a standoff. In addition, if C XXXX is dislodged during the second half of its seasonal

move, it may retreat either to any province left vacant for reasons other than a stand-off or to any province left vacant as the result of a stand-off between two cavalry forces during the first half of the seasonal move.

Numbers of Cavalry: Each player begins the game with one C unit and may keep this minimum throughout. Additional C units may be built, but only within a required ratio of 1 C for every 3 A. If a player is required to remove units, he is not required to remove C units to remain within this limit, but he may not later build additional C units until he has built sufficient A units to meet the ratio. The 3-to-1 ratio always excludes the minimum of 1 C to which every nation is entitled.

7. The 26th country is the underground Empire of Pollutidar. Pollutidar may have as many as 7 units on the surface, of which no more than 5 may be of any one type. Pollutidar has an unlimited supply of units of all types; units are brought to the surface by means of vents, and are considered as attacking the surface province in which the vent is located from Pollutidar. Only Fleets may enter high-seas provinces, except where an Army may join a Fleet in such a province to form an A/F (see Rule 13). No more than 10 Pollutidarian vents may be open at any one time. On any Winter move, Pollutidar may simultaneously close and open any vent(s); this may also be done in Spring or Fall. No unit may move through a newly opened vent until the following move. Once opened, a vent remains open until closed; once closed, it may not be reopened (except as provided in Rule 16). The surface powers may not attack Pollutidar through the vents. Pollutidar may capture and hold surface supply provinces, but may not build units for them. A Pollutidarian unit in a province which has an open vent may (R)-Pollutidar.

8. Pollutidar can win only by accumulating 95% of the world's current gold supply on any move; this is not possible prior to 1516 DNO. Each player has an opening gold reserve of 100 gold units (G). Mines are located in mining provinces (which may also be supply provinces), which for the most part represent actual mining areas; additional mines have been added whenever strict adherence to known gold deposits would result in a country's having no mine at all. These mining centers are gained and lost exactly as are supply provinces. They are indicated: XXX+, mining center; XXX++, mining/supply center; \*XXX\* build/mining center. Each mine produces 10G annually. Pollutidar may accumulate the production of mines he owns.

Movement and Transfer: G units travel as regular units. They must be placed on the board in Spring 1501 (the reserves, that is) and begin in mining provinces that produce them in the Winter. They may travel with or without protection of military units, on land or sea. Any unprotected G units which are in a province controlled by a military unit of a foreign power change ownership only if the foreign power indicates his intent to capture by writing an order for the said G units. Players may transfer G units among themselves, either physically or in credit accounts. Gold transferred to Pollutidar automatically vanishes underground without travel. It is up to the players to determine how they wish to transfer gold, and for what reason. Mining orders must be written along with builds or production does not take place. Symbols used in connection with G units are: (P), produces; (T)-, transferred to (in reference to ownership, not movement); M, mine; thus; M XXX (P) 10G; 10G XXX (T)-Pollutidar; 10G XXX (T)-Glockoria. Decimal G units, to one place, are permissible (but not recommended).

9. A Fleet may convoy 1 C or 2 A in one season; there is no restriction on the direction of travel, except that two units may not exchange places by means of convoy by a single F; nor may a F convoy one A to a province and another A from that province to a third location.

10. All sea provinces are indicated by three letters and a number. Seas and oceans are: Arctic (Arc), Atlantic (Atl), Baltic (Bal), Black (Bl), Caribbean (Car), Indian (Ind), Mediterranean (Med), and Pacific (Pac). Thus, Pac12 is in the Pacific.

11. Movement through Arctic Ocean provinces requires two seasons each; that is, an F moving through such a province must be ordered to do so in one season and would complete the move in the next. Movement across the North and South poles is impossible and otherwise noncontiguous provinces which touch the same pole do not border.

12. Players may sell or donate supply centers to other players. Any player selling or donating must adjust his unit strength to his new total, if necessary, by removing unit(s).

13. Armies may board Fleets and ride with them as they move. Such a combined unit is designated "A/F". Only one A may ride with 1 F, and C units may not be so transported. The boarding move is written (where XXXX is any land province and YYYY is any coastal land province): A XXXX-YYYY (becomes A/F) (assume also there is a F YYYY -- if the F is owned by another power, he must write an order for his F to accept the A; thereafter, orders for the A/F are written by the power owning the F. An A/F may not convoy. An army being convoyed may be ordered to board any F in the convoy chain. A F being boarded may not move or support; dislodging of the F being boarded invalidates the boarding order (but not an unsuccessful attack). When the A disembarks, it may be supported in landing by its F. Such a move is written (where XXXX is any sea or coastal land province) (and YYYY is any coastal land province): A XXXX-YYYY (S) by F XXXX. If an A/F attempting to disembark is dislodged by a head-on attack, it remains intact; if it is dislodged by an attack from a province other than the one being invaded, and the A is struck off, the A is /A.

14. In order to win, a player must (a) own 155 supply centers at the end of a Fall move, together with retreats, (b) have a total of 155 units on the board at the end of the subsequent Winter move, and (c) declare himself elected Pope. All three criteria must be met in order to claim victory.

15. Since the Gamesmaster is an active player in the game, moves must not be sent in the ordinary way or mixed with other correspondence. Each set of moves must be sent in a separate, sealed envelope, plainly marked "Dippyspiel" or "XIP" on the outside (preferably in red ink or pencil). These envelopes will not be opened by the GM until the move deadline. The GM, meanwhile, will mail out a copy of his moves to one or more other players, postmarked no later than 2 days prior to the deadline. A player who receives GM moves should insure that precisely the same moves are printed. GM moves will not be mailed constantly to the same player(s).

16. Pollutidar may construct units in addition to its limit of 7 (that is, place them on the surface) at an annual maintenance cost of 50G. Pollutidar may re-open closed vents at an initial cost of 100G and an annual maintenance cost of 50G. New vents may be opened anywhere at an initial cost of 200G and an annual maintenance cost of 100G. Gold expended by Pollutidar is removed from the global inventory.

17. There are canals in the following provinces: Nicaragua, Anglia, and Lower Egypt (Suez).

18. All province names will be abbreviated to the first four letters, except as follows: Atnt, Atlanta; A tla, Atlas; Bngl, Bengal; Brla, Benguela; Dmrld, Demaraland; Dmcs, Damascus; EUkr, East Ukraine; Fznn, Fezzan; Grdl, Grendil; Grnb, Grenoble; Hailo, Hamada-al-Homra; Hamr, Hamar; Knsa, Kansas; Knsu, Kansu; Krgn, Karaganda; Kkrm, Karskorum; Kngs, Kiangsik; Kgsu, Kiangsu; LEgypt, Lower Egypt; Mchn, Michigan; Mchn, Michiocan; Msip, Mississippi; Mari, Missouri; Mtne, Montana; Mtay, Monterrey; Mtld, Montreal; Prgn, Paraguana; Prgy, Paraguay; Prmb, Paramaibo; Pris, Pries; Prsl, Peerisailles; Prpl, Peeropolis; Prst, Peerst; Rch, Richelieu; Rnd, Richmond; StPr, St. Peerbourg; Shns, Shansi; Shtg, Shantung; Shai, Sirai; Slia, Sialor; Thrn, Tiberon; Tbet, Tibet; Trvl, Transvaal; Twns, Transylvania; Tris, Tripolis; Tkpr, Tripura; UEgypt, Upper Egypt; Wlch, Wallachia; Wlga, Wallaga; WUkr, West Ukraine.

\* \* \* \* \*

#### A SHORT HISTORY OF THE WORLD (Continued from the List of Provinces)

In Asia, four great powers formed: Kenadu (Mongol revolution of 1015), Hydunderbad (Sultante proclaimed, 1035), Siuniik (War of Independence, 1053-1076), and Miskatoria (a former Ruritanian colony, independent 1112).

Elsewhere, other great states arose. The Inca Empire can trace its history back to 677. In America and Columbia (discovered by Amerigo Vespucci and Cristobol Colon in 1042 and 1055) Old World colonies became independent: Confederate States (from Anglana/Frenciana, 1109), Kalif (from Anglana, 1112), Quebec (from Frenciana, 1196), Marsovia (from Beaucaillon, 1122), Armadonia (from Poderkagg, 1125). Periland separated from Kalif, with help from Frenciana, in 1178. In the Pacific, another former colony of Anglana, Glockoria, became independent in 1136. As to the rest of the world, it is divided by a plethora of lesser states, which will no doubt be absorbed by the great powers.